

**[Title]**  
**Written by [your name]**

Time Spent Typing it up:

--:-- to -:-- = \_\_ minutes/hours

[keep track of time spent writing this out. I believe it is taken into account when giving the writer CAP.

This page is deleted from the final copy that will be used on game day and is more for your records.]

# [Title]

[describe the type of game ( heroic, challenging, funny) the type of course (world versus line) the # and level of PCs and a max level cap for the group. This tells the PCs more about the game to see if they want to play or help them decide what type of character they might want to bring if they have multiple characters. This will serve as your game flyer. Feel free to change the format a bit and add a picture but all the information needs to be there. Once the game is sanctioned, you will NEED TO ADD WHERE AND WHEN THE GAME WILL RUN BEFORE YOU SEND IT OUT TO THE CHAPTER! ]

Game ratings  
(tables w/ Opt borders)

Mental Fighting Physical Risk

(1-10) (1-10) (1-10) (1-10)

Risk of Permanent Death(1-10)Risk of Failure(1-10)

**The PC fairness rule is in effect**  
**The Fate point option is in effect**  
**The Pursuit Rules are in effect**  
**Rules Variant 7.0**

**Sanctioned for \_\_ hours**

Copyright by [your name]  
[ Month and Year of when you typed this. This will change with each version you create as you go through sanctioning.]

Version \_\_

# Table of contents

Title page

Table of Contents

Encounter summary

Encounters: (this is another table w/ Opt borders, right justified) NPC Count

Encounter 1 - (# of NPCs)

Encounter 2 - (# of NPCs)

... (end of the table, tab for more rows)

**Lore**

**Loot**

**Shop**

## **Overview/Summary**

[Give a brief general summary of what the game is about. This helps the NPCs understand more about their motivations and the flavor of the game as a whole. Example: PCs are trying to rescue and artifact of great power from a zombie horde. ]

## **Summary of Encounters:**

**Encounter 1: [title of encounter]** (Type of encounter Example: General info enc./fight/recharge/etc.)

Briefly describe what 'should' go down in this encounter. Example: The PCs will meet \_\_\_\_ and he/she give them the quest.

**Encounter 2: [ETC.]**

## Encounter # 1: Title

**Number of NPCs:** #

**Magic:** (list anything in the encounter from the script that will show up as magical)

**Gold:** List amount of gold and where it will be. If there is no gold put 0 or NA

**Good/Evil:** List who is good/evil/neutral

**Boon/Bane:** Boon tells things that would be a good idea and Bane is bad. **Example:** Bane to strike down the quest giver.

**Traps & Poison:** List any traps or poison in the encounter

**Purpose:** Tell the NPCs/GMs why this encounter exist. **Example:** To start the game

**Whathits:** A skill by PCs that will give them greatest weakness/strength of a creature. If there is not to be one specified by the script then put NA.

## GM DESCRIPTION:

“Spoken to the PCs”

If you want specific cues for when the GM should say something then put them in here. Example: Once the door shuts behind them “insert flavor text”

{Describe what you want to happen here including NPC roles and attitudes BE SPECIFIC! This is what the NPCs and GMs will read to know what should happen. Keep it as short and sweet while giving all the necessary details as possible.}

NPCs:

Descriptions	Class/level	Armor	Damage	LP	SP
Name	___/#	#	swing (range/critical range)	limb/unconscious/ death	#

Specific NPC Instructions: (If there is anything you want the NPC to do specifically, then type it out in detail here.

**Magic Items/Savvy:** [list all magical items and give a savvy for them here]

**Treasure:** What is recoverable and worth gold in this encounter

**Lores:** List any new lores that the PCs could gain from this encounter here. Be sure to copy this information into the big sheet of lore at the end of the document.

[Repeat for subsequent encounters.]

## **Lore (Alphabetically):**

**Name:** Describe who they are and what the PCs would know if they asked for lore on this person.

**Example:**

**Princess Zelda:** She is a Knight of Greenfire and is an exceptional ocarina player.

## Recoverable Loot (in Order of appearance)

Name of loot (enc #)- Describe what it does

- 1 Savvy 1
- 2 Savvy 2
- 3 And so on... *Fini* (GP = #)

List the shop items at the end. I do this so that the GM can rip it off and hand it to the PCs if they need an extra copy of the shop without possibly giving them script information.